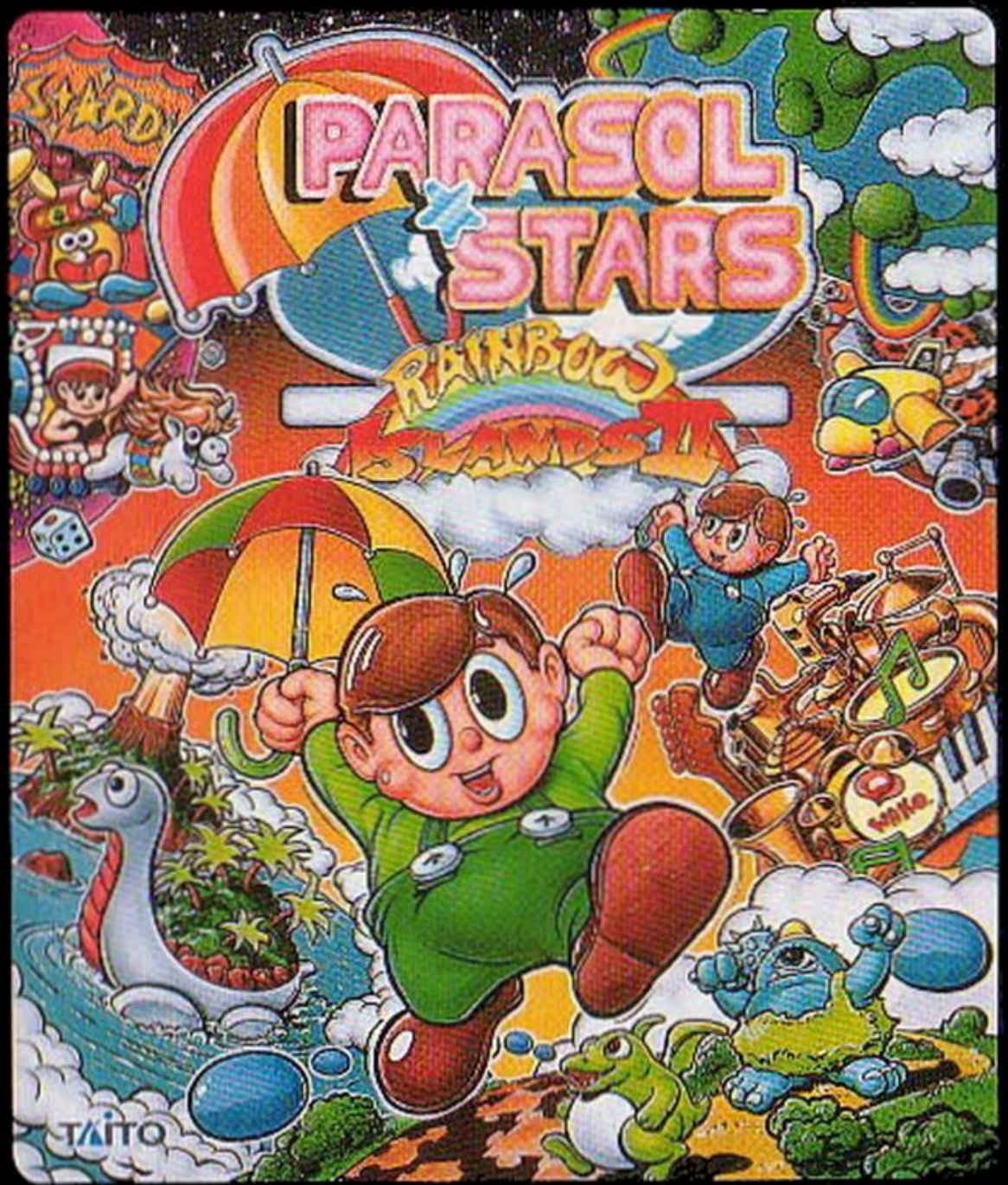

INSTRUCTION MANUAL

ocean

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.

This game is licensed by Nintendo® for play on the

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ENTERTAINMENT SYSTEM™

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Precautions

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.

2) This is a high-precision game. It should not be stored in very hot or cold places. Never hit it, drop it, or take it apart.

3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

PARASOL STARS™

Get ready for some finger-searing action as BUB and BOB blast their way onto your screen.

Use four kinds of elements - Fire, Water, Lightning and Star - to overcome wave upon wave of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikahn!

Your only hope of reaching the final showdown is to unlock the secret of PARASOL STARS™

GETTING STARTED

1. Insert the Parasol Stars GAME PAK and turn on your Nintendo Entertainment System. The title page will appear.
   At this point you will choose to start a new game by pressing the START button.
2. You will begin the game on World One, Music World.

SCENARIO

After saving the villagers of Rainbow Islands in his previous adventure, our hero BUB is enjoying a well earned rest.
However his peace is shattered when the mad warrior Chaostikahn unleashes a slew of menacing monsters throughout the universe.
With his magic parasol in hand (gifts from the grateful Rainbow Island villagers) Bub must defeat the monsters and free the universe.
Bub departs from Rainbow World to take on the monsters of seven wildly differing planets:-

World One - Music World

Bub must battle mutant grand pianos, Accordions, Trumpets and other musical instruments in this cacophony of chaos!

World Two - Woodland World

Seemingly innocent woodland creatures have been warped by Chaostikahn into deadly monsters, even the trees seem against him.

World Three - Ocean World

The inhabitants of the deep rise up at Chaostikahn's command. Hoards of hermit crabs, seals and even penguins attack him.

World Four - Machine World

Machinery gone mad!

World Five - Casino World

Every devious device from the casinos is brought against you here.

Slot machines, playing cards, mounds of gold coins; even humble chessmen have risen against you.

World Six - Cloud World

Even high above the ground Chaostikahn prevails over all manner of flying devices - planes, helicopters, satellites are on the rampage!

World Seven - Giant World

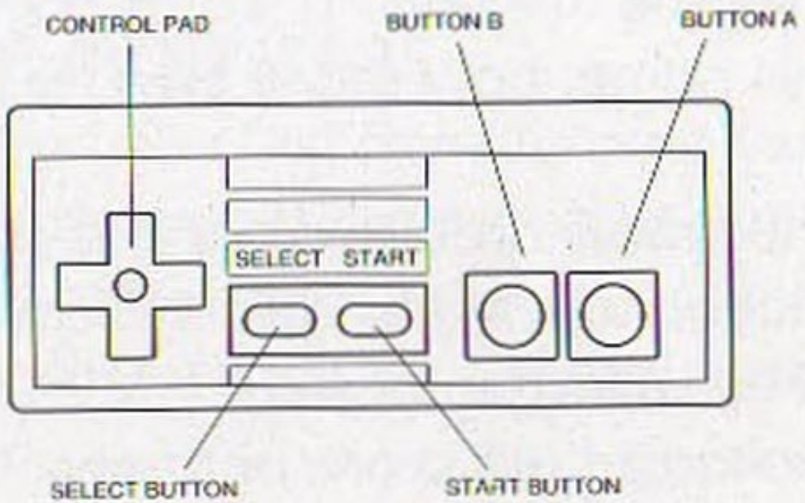
Seemingly his last stronghold, Chaostikahn has mustered his most powerful forces here. Giants walk this world - lots of them!

World Eight - Rainbow World

At last Bub returns home for a well earned rest, at least he will if Chaostikahn doesn't get there first.

Are there more worlds beyond these eight?
Only you can find out, and only if you unlock the secret of the Parasol Stars!!!

CONTROLLING BUB



Pushing RIGHT or LEFT on the control pad moves Bub right or left. This also works when he is jumping or falling.
Pushing the A Button makes Bub jump.
Pushing the B Button points the parasol in the direction Bub is facing.
Pushing UP on the control pad AND the B Button simultaneously points the parasol upwards.
Releasing the B Button will cause BUB to throw anything that is on his parasol.
Press START to pause the game.

STATUS AND SCORING

* When Bub is playing he will have a status display at the top of the screen showing his name, how many lives he has left and his score.
* In the centre of the status area is a blank space where the miracle icons will be displayed when you collect them.
* Points are scored by collecting objects.
* Every food item collected will score between 10 points and 10,000 points.
* All big food items will score 100,000 points.
* An extra life is awarded after 100,000 points.
* As the food you collect gets more valuable then watch out for the 100 coin, it's only worth 100 points, but it gives you an extra credit!

HOW TO PLAY

To get past each level you have to clear it of all monsters before your time runs out. If it does run out the foul Gaiko will begin its

relentless pursuit from which there is no escape!

HOW TO KILL THE MONSTERS

To destroy the monsters you first have to paralyse them.
This is done by hitting them with your parasol, or for the stronger monsters by throwing objects at them.
When a monster is paralysed then it will turn green.

When a monster is paralysed you can destroy it, either by picking it up and throwing it against the wall, or by throwing something else at it.

HOW TO USE THE DRIPS AND DROPS

Most levels have some sort of magic droplets dripping and rolling around them. You can collect these drops on top of your parasol and throw them at the monsters. But best of all, if you collect four small drops on top of your parasol they will merge to give you a mega-drop.
There are four types of mega-drop:

Water Drop - Unleashes a torrential cascade, washing everything before it!

Fire Drop - Forms a deadly field of fire wherever it falls!

Lightning Drop - Shoots an unstoppable bolt of lightning across the world!

Star Drop - Sets off a spiral of deadly spinning stars!

HOW TO KEEP YOUR PARASOL UP

The most important technique to master is attacking monsters from below. If you are standing below a monster then put your parasol up by pressing UP and the B Button at the same time.
Then jump by using the A Button.
Your parasol will remain up and you should paralyse the monster.

HOW TO COLLECT OBJECTS

You can collect objects by walking over them or by throwing something over them.
You can often find new objects by throwing something over the ground.

Some objects just give you points, some give you special powers such as:-

Magic shoes - Helps you move up to twice as fast
Hearts - Give you bonus food when you finish a level
Crooks - Like a heart but more!
Power heart - Gives you deadly powers for a limited time.
Clock - Stops time for everyone but you.
Diamond ring - Unleashes a deadly glowing star to aid you!
Bomb - Explodes with catastrophic effect!

There are four very special items - the Miracle Icons. Every time you collect one of these it will appear at the top of the screen. When you have collected three you will get a miracle. If you get three correctly then this will open doors for you!!!
The most powerful miracle icon is the Parasol Stars!

End of Planet

On the last level of each world there is a special planetary guardian.

This cannot be defeated by normal means.
Bub must collect the power flagons to give him temporary special power.
If you put your parasol up above your head then you will generate droplets on it which can be thrown at the guardian, or you can continue generating droplets to get a mega-drop.

HINTS AND TIPS

1. Use your parasol to the full, it can be used as a weapon and as a shield.

2. Destroy the most dangerous monsters first, remember the most dangerous is not always the one that moves the fastest!

3. Collect food. Find out where food is generated when you throw things across the ground, use these to get credits-you will need them later.

4. Use the Mega-drops, especially the water, to flush out monsters in difficult to reach places.

5. You can jump on drops. Quite often you need to remember this when getting out of a seemingly impossible situation.

6. There is a way in - somewhere!

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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